Table of Contents

1. ✧ welcome ✧
2. ✧ rules ✧
3. ✧ territory and camp ✧
4. ✧ clan information ✧
5. ✧ sign-ups ✧

✧ welcome ✧

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❝ dear wanderer, what brings you out so far into the desert? ❞

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the speeding sahara sand whispers in our ears, the bright flare of the never-resting run hinges on our horizon. we are the cats of the desert, we are saharaclan.

□□□□□□□□□□□

saharaclan is a literate warriors roleplay that is being run by pelty. before we get started on everything there are a few things that you must know. it is important that you read all of this as there is a code in here somewhere that you will need in the sign ups.

this is a literate roleplay ;
that means at least two plus sentences for each comment. each reply will be on a separate comment and you *must* tag who you're roleplaying with at all times. this means you must be descriptive, if not, then we suggest that you slide over to our non-literate roleplay, starlight.

this is a plot guided roleplay ;
that means that this will be based off a plot that we give you. then, you must work out how to survive as a clan each moon, with natural and unatural disasters taking place. gore and maybe even cannibalism will appear as well. we control what happens, and you *must* follow the plot. or else.

this is located in the desert ;
this means that everything will be based off warriors, in the desert.

so remember, when you are roleplaying, you will *not* start talking about the ocean, as this is a desert. and there are no oceans in this desert. keep this in mind when you are choosing a name for your cat. and thick furred cats? rejected. they would die in this type of heat, keep this in mind as well.

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✧ rules ✧

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rules you must read ;
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✦

꒰ you must be active, especially if you apply for a high rank. if you aren't active for a week, we will ask you about it. keep this in mind.

✦

꒰ bullying other users will never be tolerated, please contact me, pelty, if you feel like you are being harassed.

✦

꒰ no mary-sue or gary-stu, we need flaws, it's what helps the roleplay stay interesting. cats with mishaps are always more interesting than perfect ones.

✦

꒰ follow the plot please; and contribute to it so that we can keep it moving, however, consult me if you want to contribute to it with something bigger.

✦

꒰ personally i'm not a big fan of going hardcore on genetics, but please do not have completely unrealistic pelts.

✦

꒰ DRAMA IS WELCOMED. the plot plays a big part, but in order to keep this rp running without me or high ranks, you need to be involved in something. the passcode for being accepted is greg rules.

✦

꒰ tryouts for high ranks will be held. you can ask for me to wait for you to turn in a form however

✦

꒰ no mating, do that in your pms if you want kits pm me so i can arrange tryouts.

✦

꒰ you may only have up to three characters.

✦

꒰ your cats will die eventually. however, you can also make a new one

after your old one passes away.

✦

same sex relationships or poly relationships are allowed.

✧ territory and camp ✧

saharaclan territory and camp

" it is useless to run here, as you can see nothing but sand, but maybe in your heart you can escape this reality , "

[In the land of sand]

T H E
C A M P
= = = =

saharaclan takes place in the desert, hot during the days and with cool, calming nights. the camp is neatly formed in a circle, the leader's highbranch and home was the tallest thing about the camp; the first thing you could cast your eyes on.
around the camp were some dead bushes, burrows, makeshift dens made of snow and wet sand, and palm tree leaves scattered about. the fresh-kill pile usually consists of jack rabbits, mourning doves, lizards, and antelope squirrels. The pile of prey is stuck neatly in a square surrounded by small twigs.
Unlike outside the camp; saharaclan is semi shaded by large leaves from the palm trees that surround them. however; this is just a quick description of the camp; and its time to name some landmarks...
= = = = =

G Y P S Y

P O O L

= = = = =

the only pool around them that almost always contains water in it. it's named the Gypsy Pool due to the fact that a three traveling strangers had found it long ago. they spoke native tongue and it was hard to understand them, but for the trade of a single kit they had promised to make a pool appear to the dehydrated clan. the clan accepted; and ever

since then the pool remains and is always full of water. it is very stunning at nights of the bloodmoon ; looking as if it swallowed the bloody stars and sky.

= = = = =

W O L F H A R T

B R A N C H

= = = = =

the branch that the leader perches on to announce important news or to give speeches. it is a shoestring acacia tree, a type of willow, that is somewhat shaded. it was the first thing to happen to the clan, and has been there for many, many, many moons. it's believed to be almost older then time itself; and it proves the strength of saharaclan . the name Wolfhart Branch originates from stories told by elders of a god named Wolfhart , who fought the stars to save his beloved. it's name was given to the highbranch because it showed the courage of reaching for the stars. the bark is rough, and when it rarely rains a bit slippery.

= = = = =

H E R B

S H O P

= = = = =

the shop full of spices and herbs, remedies and scents that could only mean death and magic. saharaclan's herbshop is run by three cats; cats that work with the planets and the stars; cats that heal and cure diseases. it is close to the entrance and exit of the camp, and is a burrow.
the entrance is wide and weeping willows hang from above it. inside is cool, as it's underneath the ground, and the herbs are on oneside with the nests made of feathers and berries on the other.
it is a very welcoming place.

= = = = =

N U R S E R Y

G A R D E N

= = = = =

a safe haven that was built long ago but star warriors out of stones and wet sand. around the Nursery Garden is little hints of grass and rare desert flowers; hence how the name Nursery Garden came to be. the inside is cool as there is a small pool inside it, to make sure the queens stay hydrated and cool, however the pool sometimes dries up.
the nest are made of the softest moss and feathers and needs to be cleaned out almost weekly. the scent of milk and honey is strong in there and kit laughter is very easily to drift by when you walk by the entrance.
a place that is the first thing to be protected encase of an attack.

= = = = =

S T A R W A R R I O R ' S

D E N

= = = = =

a den that was crafted by the star warriors themselves. before the den was made the warriors had to sleep outside, making it hard for them to ever get enough sleep to feel well rested. one day, the warriors of the stars noticed this, and it is said that they came down and made the den all in one night while everyone slept. whether it's true or not; the den helps the warriors sleep soundly in their moss nests and be able to wake up with no sore joints.

= = = = =

A P P R E N T I C E ' S

N E S T

= = = = =

a burrow where the apprentices' rest whenever they are sore and ready to bedtime. saharaclan values their hard-working apprentices, even if

sometimes they are treated like slaves, and want them to get rest. the burrow was there a bit after saharaclan first arrived, and was filled with nests of all kinds. two apprentices usually share a nest to make the den less crowded.
it, unlike the Starwarrior's Den, feels cool even during the daytime due to it resting almost right near Wolfhart Branch; getting covered by the shade constantly.
apprentices' usually love to be in there; even if their mentors can easily hear what they're saying due to the sand and twigs not being thick enough.

= = = = =

W I S E

B O N E S

= = = = =

the den where the old rests. it sad named the Wise Bones due to an old story about an elder named Wisebone , who was sent away from his tribe due to his old age. he traveled far and wide with his aching bones, but his wise brain made him survive.
he had found a den, and the beating sun blessed him, telling Wisebone to rest in the den...Right on top of red feathers..To breathe in and regain health as he rested. listening to the sun he did as he was told...and was given great health for moons. when he died cats used Wise Bones to safely put their elders into. hoping the sun would bless them as well. the nests are made of feathers mostly, and every elders' nest in there is decorated with a red feather.

= = = = =

T H E

O U T S I D E

= = = = =

saharaclan's territory. where cats hunt, train, and patrol. there aren't any important landmarks, as the cats tend to use different spots everytime.

it is very, very hot outside the shaded camp; and apprenties and warriors work their flanks off to provide for the clan. usual things they run into are coyotes, fennec foxes, and bore as predators. cats are rare to come across; but that doesn't mean they aren't still out there. rogues and loners are found rarely and if they are found they are brought before the clan for trail.

there are bushes around the territory that provide berries; and herbs are scattered about. wanderlust is strong in the rogues and loners that are around the territory.

trees are scarce; but are around more often then cats notice. the sand is hot and cats have to adapt to moving quickly and withstanding burnt paws.

= = = = =

" the territory stretches for moons, it's hard to see, but oh darling; you'll soon see enough of me, "

✧ clan information ✧

" and all we loved; we loved
alone, "

Saharaclan :

its ranks are very important.
there are no regular clan traditions here, as they lack things that clans in the forest have.

as for the clan itself, Saharaclan is home to many cats. rogues, loners, former kittypets , and warriors or apprentices who have fallen astray. they are known for taking in, and for their huge egos. being the only clan out in the sand it makes them overly confident, but due to the mixture of cats, they have some oddballs.
known for using words twolegs use they are the strangest clan out there...but enough of that..it is time to show what you what the clan is all about...
and if they're as easy going as they seem.

---

rules of the clan ;

✧ **t** *he queens, kits, and healers eat first. the apprentices eat last. everyone eats otherwise.*

✧ *remember to always be busy, no laying around the camp, there are things to do and if caught doing nothing you will be given a job to do*

✧ *thank the starwarriors for everything you have. always. no one else has given you what you have except for them*

✧ *train your apprentice constantly, at twelve moons they will be given the Ceremony of Eden if they pass their assessment*

✧ *healers are now allowed to have mates and kits, its in fact highly encouraged for them to pass on their genes*

✧ *you, as a cat of Saharaclan, will die for your clanmates. being wimpy is not encouraged at all and might be punished*

✧ *thank the sun in the morning to have a good day*

✧ *the leader's word is law. unless the healers decide to go against it.*

✧ *if kits show certain traits of shyness or of being sickly, they will be forced into becoming a healer if a spot is open. remember this, and fix it before it is noticed*

✧ *any kind of outsider is welcomed with open paws. remember, the more cats, the better*

✧ *healers have a secret code along with the bäcker; so dont ask them what they do with their own code*

✧ *punishment for not following any of these rules can be as cruel as the leader and healers decide*

---

ranks ;

T H E
L E A D E R

[*Important role, they lead the clan and decide punishments. their word is law and they truly shape the clan in any way or form, they can even have close relations to the starwarriors and the planets.*
the suffix -star is important, but a cat can keep their name without changing it **]**

T H E
S E C O N D

[*the cat that follows the leader. they don't have as much power as the healers or leader do. they however know the secret code that the healers and bäckers follow, and information the public doesn't. they also do*

patrols and can declare a cat with a crime and punish them if the leader permits it **]**

T H E
H E A L E R S

[*cats that have almost more power then the leader. There are always three of them, either it be a full healer and two apprentices or two full healers and one apprentice. they have a secret code to follow and work with herbs/can be therapists to cats in need* **]**

T H E
W A R R I O R S

[*the cats who protect the clan and are taught to respect the stars and plants. they are respected if they survive the heat of the sun and the sand, along with being encouraged to always work hard and socialize. they must follow the code and remain as happy as can be* **]**

T H E
B Ä C K E R S

[*there can ever only be five bäckers or less. and it is rare for an apprentice to be one, as bäckers are chosen during the Ceremony of Eden. they aren't as respected, and they follow a secret code as well. they are usually hanging around the gypsy pool...they however are forced to be close to the leader and healers* **]**

T H E
A P P R E N T I C E S

[*the cats that are young and are trained as often as possible. even if they are deeply respected, they are treated like dirt, and eat last. usually are expected to hunt and protect the clan at all times, and they have limited sleeping time. however, being an apprentice shows courage and survival skills, along with finding lifelong friends* **]**

T H E
Q U E E N S

[*respected greatly, and are shown kindness. however they are heavily watched before and after birth for multiple reasons. healers must meet*

them almost constantly to check them out. but they are well cared for **]**

T H E
K I T S

[*truly the future of Saharaclan. heavily watched and surprisingly aren't as respected yet. they eat first and get to play, but once they hit 4 moons they start to have limited time to play, as the second starts to make them clean bedding. if they break the rules, they aren't punished.***]**

T H E
W I S E

[*elderly cats that have done their dues and haven't died yet. even if cats come to them for stories and to get wise advice, they aren't respected. it is almost a shameful thing to become a Wise, as it proves you are no longer lively. cats ignore you and you have to lay around all day with nothing to do. its almost considered more tragic then death* **]**

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note ;

ranks will be limited. even warriors due to me not wanting a lot of randomness going on as the plot advances. however, for the bäkers there is no trying out, if you reserve or make a form for one you get the spot and ill pm you on your role.
the only tryouts that will be held is for the Second and the healers in your form.

thank you

" i dont think you'll ever want to see me again, after what you'll find out today, "

✧ sign-ups ✧

" well well well, hello there fremder , are you looking for a family? "

= = = = = =

form ;

B A S I C

- name -
(When picking a name, please remember no ocean themed ones. its also highly encouraged for you to even have a rogue/loner name if you wish)

- age -

- rank -

- sexual orientation-

P H Y I S I C AL

- short description -
(what will be put in the alliances)

- detailed description -

- scars/handicapped parts -

- body builded -

- hunting ability -
1/10

- attack ability -
1/10

- defense ability -
1/10

M E N T A L

- detailed personality -
(positive and negative traits, be as descriptive as needed.)

- mental disorders of any kind ? -

- likes -

- dislikes -

F R I E N D S AND F A M I L Y

- father -

- mother -

- siblings -

- aunt -

- uncle -

- grandparents -

- mate -

- kits -

- crush -

- friends -

B A C K S T O R Y
(Optional, however highly encouraged)

R O L E P L A Y
EXAMPLE

P A S S W O R D

= = = = = =

extra:

i *f you wish to apply for second or a healer, fill this out with your form*

- why do you believe your cat would make a good healer? what do you yourself have to offer? -

- why do you think your cat deserves the Second role? do you think you have what it takes? -

y ou must be active for high roles. and for this roleplay in general. you're cat could also die, keep that in mind.